



# PREDATOR: CONCRETE JUNGLE

Each area is strictly bordered and contained

PlayStation 2

**PREDATOR**

**DETAILS**

PUBLISHER  
VIVENDI UNIVERSAL

DEVELOPER  
EUROCOM

PRICE  
£39.99

PLAYERS  
1

OUT NOW

WEBSITE  
WWW.PREDATORGAME.COM

60HZ MODE  
NO

WIDESCREEN  
NO

SURROUND SOUND  
YES

ONLINE  
NO

"...you're in a world of hurt"

Surely being a Predator isn't this rubbish. These guys are supposed to be, need we remind you, the greatest hunters in the universe. Not according to *Predator: Concrete Jungle*. Here the dreadlocked terror becomes a laughable also-ran, just another predictable twitchy third-person character shackled to a pedestrian targeting mechanic.

The game is hung on the contrived premise that an angry scissor-face returns to Earth in 2030 to take revenge on humans who are busily reverse-engineering his hi-tech kit, after having been exiled to a planet infested with giant carnivorous scorpions for 100 years. Now the giant carnivorous scorpions we'd like to see. This, sadly, is not an option.

You are limited to repetitive tasks in boxed-in city locales and these are made worse by button-mashing combat and an infuriatingly erratic camera. The greatest atrocity though, is the way the game butchers the Predator

character. Celluloid's most vicious alien turns into Crash Bandicoot, bunny-hopping around levels and across buildings, diluting the stern adult tone that the 18 rating promises.

Being a Predator ought to feel powerful and dangerous, but *Concrete Jungle* leeches enjoyment from whatever potential there might have been in the 'humans as prey' premise, making the game cumbersome, frustrating and certainly not worth hunting down. **Ben Richardson**

PlayStation 2 OFFICIAL MAGAZINE-UK

**VERDICT**

Graphics	04	Just how old is this game?
Sound	06	Faithful renditions of Predator screams
Gameplay	03	Dodgy control + platforming = annoying
Lifespan	03	Better to just watch the films

The Predator name is ripe with potential, but *Concrete Jungle* squanders it to make a completely unrewarding experience

**3/10**



Worst bit:  
Hitting buttons over and over in weak attacks

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